

The Official



TM

by SEGA

**Datasoft Inc.**<sup>®</sup>  
PERSONAL COMPUTER SOFTWARE

PERSONAL

COMPUTER SOFTWARE



## Gun Emplacements

Watch out for these guns on your flight through the Space Fortresses. Use your shots to destroy them before they demolish you! The scoring for destruction of these guns is random; you will get **200** or **500** points for each one you destroy.



## Enemy Planes

You encounter enemy planes in the first Space Fortress (parked on the ground) and again in Outer Space. Watch out for their fire! If you destroy any parked planes, you will reduce the number of planes you encounter in Outer Space. Whether you destroy enemy planes on the ground or in space they are worth **100** points each. This score will increase by **50** points each succeeding round. If you destroy all the planes in space you will score a **1000**-point bonus.



## Fuel Tanks

In addition to scoring **300** points for demolished fuel tanks, your spacecraft's fuel supply is replenished. Watch your fuel supply—if it runs out you'll crash!



## Radar Towers

Radar towers are one of the most difficult objects to hit and destroy because of their location. If you demolish one, you score **1000** points!

# N

# T



# S



## **Base Missiles**

Base missiles are worth **150** points each. (16K version: base missiles are absent.)



## **Robot Missile**

You encounter this missile when you meet up with the ZAXXON™ Robot at the end of the second Space Fortress. Be careful—it's a homing missile and difficult to avoid! This missile is worth **200** points. To get beyond your encounter with the Robot you must manage direct hits on his missile and destroy it. (16K version: the missile is not a homing missile. However, the missile or its shrapnel will destroy you once it is launched.)



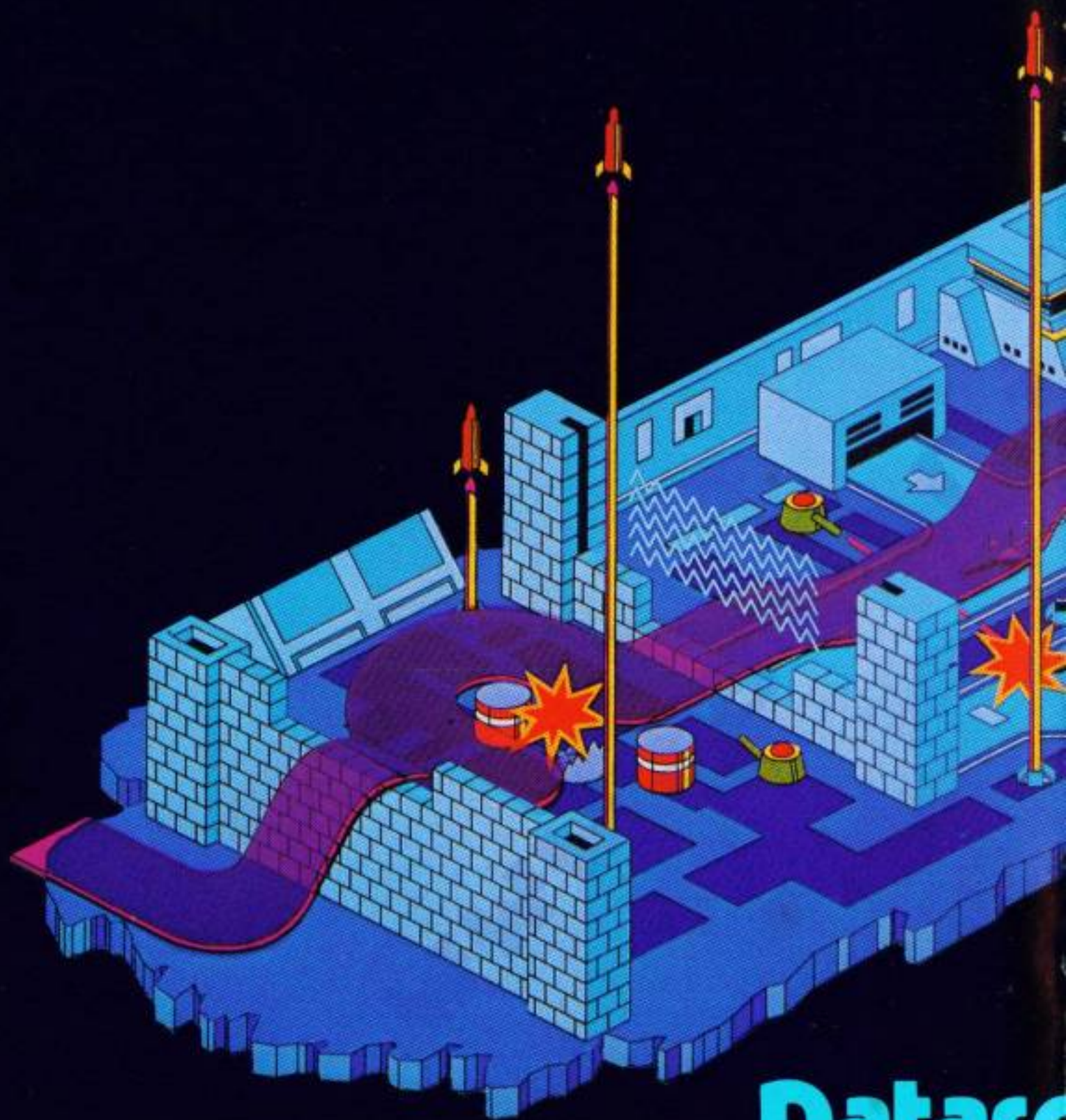
## **Robot**

To kill the Robot you must destroy his homing missile before it is launched. This is quite a challenge, and if you're successful, you'll score **1000** points. (16K version: you must hit the Robot—not his missile—six times to kill him before his missile is launched.)

The Official

# ZAXX

SEGA



**Datasc**  
PERSONAL



*Imagine yourself the pilot of a fighter spacecraft entering the mysterious reaches of the outer world on a mission to meet and destroy a deadly armored robot! During your flight through the treacherous Space Fortresses you must skillfully maneuver your spacecraft to attack enemy installations and to capture fuel. The enemy fights back with a barrage of missiles and gunfire. You must navigate your spacecraft with the utmost skill to scale walls, force fields, and other threatening objects. It's a gripping fight of altitude strategy! Put your flying skills to the ultimate test!*

**ft Inc.®**  
COMPUTER SOFTWARE



## Requirements

- ATARI 400/800/1200XL Computer (16K or 32K)
- Disk drive (ATARI 810 or compatible) OR (ATARI 410 Program Recorder or compatible)
- TV set or video monitor
- Joystick

## Inserting The Cassette

Turn off your computer and remove all cartridges. Turn on your TV or video monitor. Insert the ZAXXON™ cassette into your tape player and press PLAY. (Note: rewind tape if previously played.) Hold down the START key on your computer while you turn it on. When you hear the "buzzer," press RETURN. The tape will now load and run automatically. If you have a disk drive or any other peripheral equipment connected to your computer, make sure they are all turned off. If not, your ZAXXON™ program will abort during play.



## Inserting The Diskette

Turn off your computer and remove all cartridges. Turn on the power to your TV or video monitor and disk drive #1. Wait for the red "drive busy" light to turn off. Insert the ZAXXON™ diskette with the label side facing up, and close the disk drive door. Now turn on the computer. The program will load and run automatically.





## The Joystick Controller

For a single-player game, connect a joystick to controller jack #1 on your computer. A second joystick may be connected to jack #2 for a two-player game.

Pull the joystick toward you to make your spacecraft climb. Push the joystick away from you (forward) to make your spacecraft dive for low flying. Push the joystick to the right or left for the corresponding movements. Press the red button to fire.



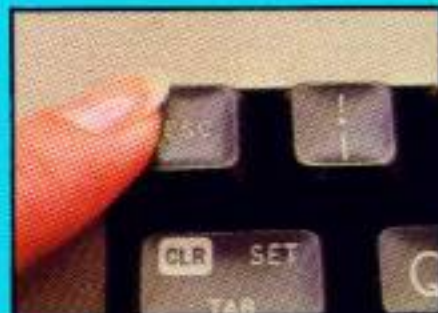
## The Option Key

After the program is loaded into the computer, press the **OPTION** key if you want to play a two-player game. (Note: if you have the cassette version total load time is at least 5 minutes.)



## The Start Key

Press the **START** key to begin either a one-player or two-player game. You may also press the red fire button on your joystick to begin a game.



## The Escape Key

Press the **ESCape** key to pause a game while in progress. Press any key to resume play. (16K version: the pause feature is not available.)

## The System Reset Key

Press the **SYSTEM RESET** key to abort a game and return to the title page.

For the ATARI Computer by Ron J. Fortier



# GAME STRATEGY

## Game Indicators

Your "fuel indicator" and number of spacecrafts in reserve are displayed at the bottom of your screen. The "enemy plane" indicator tells you how many enemy planes remain to be destroyed. Your spacecraft's altitude is indicated on the gauge on the left side of your screen. During flight through the Space Fortresses your spacecraft's shadow will also help you judge its position on the screen.

## First Space Fortress

In addition to avoiding the fire of the parked enemy planes, base missiles (32K version only), and gun emplacements (at higher levels), you must avoid crashing into these objects as well as the radar towers and fuel tanks as you fire shots at them. You must also safely navigate your spacecraft through the openings in the walls and fly over the force field.

Firing shots at all the obstacles will help you determine your spacecraft's position relative to their positions on the screen. Also use your altitude indicator for positioning.

## Outer Space

In Outer Space you encounter menacing enemy planes. Try to destroy them before they destroy you! (16K version: as you enter space your ship's altitude is automatically decreased. You will only be able to navigate left and right; you will not be able to climb. As you leave space, and before you enter the second Space Fortress, your ability to climb will be restored.)

## Second Space Fortress and Zaxxon™ Robot Encounter

The second Fortress is similar to the first Space Fortress, but you encounter more walls and hazardous force fields. To survive, you now must fly through the openings between the force fields and the walls.

At the end of this Fortress you meet ZAXXON's™ Robot. You're an open target for his missile! The challenge now is to defend your ship from his missile while firing shots to destroy it. Remember, to get beyond your encounter with the Robot you must destroy his missile. (16K version: you must destroy the Robot—not the missile—before he launches his missile.)

Upon the completion of one round (through the Space Fortresses, Outer Space, and your encounter with the ZAXXON™ Robot), if you are still alive, you will repeat what you have just experienced. But each pass becomes more threatening. Your navigation and firing skills will be put to the ultimate test!

**Datasoft Inc.®**  
PERSONAL COMPUTER SOFTWARE

9421 Winnetka Avenue Chatsworth, CA 91311

Game Programming by: Ron J. Fortier

Assisted by: Robert A. Bobbio, Greg Hiscott  
James C. Ratcliff, Mark A. White

Graphic Artist: Kelly Day

Documentation: Jean Stedman

Game Graphics © 1983 SEGA ENTERPRISES, INC.

SEGA® and ZAXXON™ are trademarks of SEGA ENTERPRISES, INC.

ATARI® is a trademark of ATARI Inc.

DATASOFT® is a trademark of Datasoft Inc.

© 1983 DATASOFT INC. \*